

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re application of:

Eizo Kato

Application No.: --

Filed: May 7, 2001

Title: GAME DEVICE AND GAME SYSTEM

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: Examiner: --
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: Art Unit --

*Pre Amdt
#3/A
8/1/01
B. Ross*

PRELIMINARY AMENDMENT

Assistant Commissioner for Patents
Washington, DC 20231

Sir:

Prior to examination, please amend the above-identification as follows:

In the Specification:

Page 2, line 27-28, delete "an invention as set forth in any of Claims 1 or 2, where
different" and insert -- a --.

Claim 3 of the present invention provides a parameter that is to be needed for the
process of game is sent to the station's side within a predetermined time with game fields
being changed.

Page 3, lines 7-8, delete "an invention as set forth in any of Claims 1 or 3, wherein" and
insert -- a --.

Claim 4 of the present invention provides a parameter so sent form the players'
side to the station's side, which is to be needed for the process of game, varies in
accordance with such elements as time, weather and order.

SCANNED # 8

Page 3, lines 17-18, delete "an invention as set forth in any of Claims 1 or 4, wherein"
and insert -- that --.

✓ Claim 5 of the present invention provides at that the players' side consists of a plurality of teams or players.

✓ Page 4, lines 18-19, delete "a game system as set forth in any of Claims 6 or 7, wherein"
and insert -- a --.

Claim 8 of the present invention provides a parameter that is to be needed for process of game is sent from the players' side to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

Page 4, lines 27-28, delete "a game system as set forth in any of Claims 6 or 8, wherein"
and insert -- a --.

Claim 9 of the present invention provides a parameter so sent form the players' side to the station's side which is to be needed for process of game varies in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

✓ Page 5, lines 9-10, delete "a game system as set forth in any of Claims 9 to 9, wherein"
and insert -- that --.

Claim 10 of the present invention provides that the players' side consists of a plurality of teams or players, and wherein a game is played and developed through information interchange.

In the Claims:

Please enter new claims 11-29, and amend the remaining claims as follows:

Claims as amended:

1. A game device comprising:
communication means for sending information that is to be needed for a process of game from a players' side to a station's side through a communication line, and
analysis means for analyzing said information so sent on said station's side, and
sending means for sending the players' side the results of the analysis from the station's side, wherein
the game can be developed through information interchange.
2. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side.
3. (Amended) A game device as set forth in Claim 1 [or 2], wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.
4. (Amended) A game device as set forth in [any of Claims 1 to 3] Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.
5. (Amended) A game device as set forth in [any of Claims 2 to 4] Claim 2, wherein said players' side consists of a plurality of teams or players.
6. A game system, wherein said players' side sends information that is to be needed for the process of game to said station's side through the communication line, and wherein said information so sent is analyzed by said station's side so as to send the results

of the analysis that can be a hint as to the process of game from the station's side to the players' side, so that the game can be developed through information interchange.

7. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange.

8. (Amended) A game system as set forth in Claim 6 [or 7], wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

9. (Amended) A game system as set forth in [any of Claims 6 or 8] Claim 6, wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

10. (Amended) A game system as set forth in [any of Claims 7 to 9] Claim 7, wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

11. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side; and

wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

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12. A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.

13. A game device as set forth in Claim 1, wherein said players' side sends a different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.

14. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.

15. A game device as set forth in Claim 1, wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said players' side consists of a plurality of teams or players.

16. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side; said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; and

wherein said players' side consists of a plurality of teams or players.

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17. A game device as set forth in Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

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18. A game device as set forth in Claim 2, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

19. A game device as set forth in Claim 1, wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed, said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order; and

wherein said players' side consists of a plurality of teams or players.

20. A game device as set forth in Claim 1, wherein said players' side sends parameter that is to be needed for the process of game to said station's side;

wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed; said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order; and said players' side consists of a plurality of teams or players.

21. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

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wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

22. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

23. A game system as set forth in Claim 6, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

24. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

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25. A game system as set forth in Claim 6, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

26. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange, said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

27. A game system as set forth in Claim 6, wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

28. A game system as set forth in Claim 6, wherein said players' side sends parameter that is to be needed for the process of game to said station's side, so that the game can be developed through information interchange; and

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wherein said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

29. A game system as set forth in Claim 6, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange, said parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.; and

wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

Clean copy of amended claims:

3. (Amended) A game device as set forth in Claim 1, wherein said players' side sends different parameter that is to be needed for the process of game to said station's side within a predetermined time with game fields being changed.

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4. (Amended) A game device as set forth in Claim 1, wherein said parameter so sent that is to be needed for the process of game changes in accordance with such elements as time, weather and order.

5. (Amended) A game device as set forth in Claim 2, wherein said players' side consists of a plurality of teams or players.

8. (Amended) A game system as set forth in Claim 6, wherein said players' side sends different parameter that is to be needed for the process of game to the station's side within a predetermined time with game fields being changed, so that the game can be developed through information interchange.

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9. (Amended) A game system as set forth in Claim 6, wherein parameter that is to be needed the process of game so sent from the players' side to said station's side changes in accordance with such elements as time, weather and order, so that the game can be developed through information interchange.

10. (Amended) A game system as set forth in Claim 7, wherein said players' side consists of a plurality of teams or player, so that the game can be developed through information interchange.

Respectfully submitted,

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John D. Moran 30,906 for
Edward A. Pennington,
Registration No. 37,134
Swidler Berlin Shereff Friedman
3000 K Street, NW, Suite 300
Washington, DC 20007
Telephone: (202) 424-7605
Facsimile: (202) 424-7647